MONSTER VOYAGE™

THE OBJECT OF THE GAME

Find all the treasure hidden on islands at sea.

Guide your ship into island harbors and dock. Decide whether or not to search an island based upon the clues you receive. Watch out for monsters that will sink your ship. Steer your ship skillfully to survive storms and to avoid dangerous rocks located around the islands. When you attain a treasure, your wealth will increase. Your score is measured by the amount of drachmae (Greek currency) you have at the end of the game.

GETTING STARTED

Decide if you want to play with one or two players. Press the 1 key for one player (plug the joystick into port 1). Press the 2 key for two players (plug the joysticks into ports 1 and 2).

You start the game with three ships. Using the joystick, guide your ship to an island harbor and dock. Do not touch land with your ship or it will crash and sink.

Once you have docked, the name of the island will appear and you will receive a clue. Use these clues to determine which islands have treasures and which islands have monsters.

Decide whether or not you wish to search an island. Press the Y key to search. Press the N key to avoid searching. If you search, you will find either a creature or a treasure. A creature will sink your ship. A treasure will add to your wealth. The game ends when you find all the treasures or you run out of ships.

TWO-PLAYER GAME

Each player starts the game with three ships. In a two-player game, each player takes turns. A turn ends when a ship sinks or when a player has docked at an island and decided to search or not to search. The player with the most drachmae at the end of the game wins.

The game ends when all the treasures are found or when both players run out of ships.

THE CLUES

Clues contain two kinds of information: they describe another island and they tell what creatures like and dislike. When you dock at an island, you will receive either one or two clues. You will never receive a clue about the island at which you are docked.

TREASURES AND SCORING

Treasures and creatures appear on different islands in each new game. These are the treasures you can discover:

Chariot of Apollo   Mask of Agamemnon
Golden Apples   Sword of Theseus
Lyre of Orpheus   Helmet of Perseus
Amphora of the Gods   Horn of Athena
                    Shield of Achilles

The value of each treasure changes from game to game. Each game contains:

three treasures worth 100 drachmae
three treasures worth 200 drachmae
two treasures worth 300 drachmae
one treasure (the Perilous Prize) worth 500 drachmae

THE PERILOUS PRIZE

In each game, one island contains a treasure that is guarded by a monster. This treasure is the Perilous Prize. To search an island for the Perilous Prize without being destroyed by the monster, you must have the Protective Treasure.

There will be one special clue in each game that will tell you what the Protective Treasure is. For instance, "The Shield of Achilles will protect you." In this case, players must find the Shield of Achilles before they can attain the Perilous Prize. In a two-player game, both players can win the Protective Treasure, but only one player may capture the Perilous Prize.

BUYING SHIPS

New ships cost 400 drachmae each. When you lose your last ship your score will be checked. If you have at least 400 drachmae, you will be asked whether or not you wish to buy another ship. If you want another ship, press the **Y** key for YES. If you do not want another ship, press the **N** key for NO and you will receive your final score.

OPTIONS

To start a new game: Press the **F1** key.

To change the number of players: Press the **F3** key.

To pause during the game: Press the **F7** key.
Press **F7** again to continue.

To check your score: Press the joystick button at the beginning of your turn.
Press the **C** key to continue.

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If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. After 30 days, return the defective product along with five dollars to cover postage and handling to:

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